

FOOTBALL MANIA



Warning: To Owners of Projection Televisions

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

Epilepsy Warning

Please read before using this game or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life.

Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, discontinue use IMMEDIATELY and consult your doctor.

Precautions to Take During Use

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.



CONTENTS

Complete Controls.....	3
Introduction	4
Quick Start.....	5
Setting Up the Game.....	5
Load/Save Game	5
Main Menu	5
Options Screen	6
Playing the Game	8
Rules for <i>Football Mania</i>	8
Game Screen	9
Pause Menu	10
Other Game Modes.....	11
Friendly Mode	11
Story Mode	14
LEGO® Cup Mode	15
Skill Zones.....	16
Multiplayer	20
Multiplayer Friendly Mode	21
Multiplayer Story Mode.....	21
Multiplayer LEGO Cup Mode	21
Power-Ups	21
Collecting Power-Ups	22
Using Power-Ups	22
Power-Ups in Multiplayer	22
Credits	23

COMPLETE CONTROLS

This section describes the different commands required for setting up and playing the game. Three primary controllers are covered and you can set up the buttons/keys for all three any way you like (for more information, see *Controls Setup* on p. 7).

General Gameplay

Action	Gravis™ GamePad Pro™	Microsoft® Sidewinder™ Game Pad	Keyboard
Move player/Aftertouch	D-Pad	D-Pad	Arrow Keys
Pass ball/Passing header/Slide tackle/Run towards ball	Button 1/Red	A	S
Long ball/Foot-in tackle	Button 2/Yellow	B	A
Shoot/Shooting header	Button 3/Green	C	D
Activate Power-Up	Button 4/Blue	X	W
Sprint	Button 8/Bottom Right Trigger	Left Trigger	SHIFT
Switch player/Skill move	Button 7/Bottom Left Trigger	Right Trigger	Q
Pause game/Start button	Button 9/SELECT	START	SPACE

Skill Moves

While dribbling, press the skill move button to evade a would-be tackler. You can also use the skill move button with the shoot button to make a powerful shot called the **Scorpion Kick** – press the skill move button and the shoot button at the same time. The player flips the ball in the air and makes a powerful kick.



Menu Controls

Action	GamePad Pro	SideWinder	Keyboard	Mouse
Highlight menu item	D-Pad UP/DOWN	D-Pad UP/DOWN	Arrow Keys	Move cursor over option
Cycle Options	D-Pad LEFT/RIGHT	D-Pad LEFT/RIGHT	Arrow Keys	Left-click on arrows
Select highlighted item	Button 1/ Red	A	ENTER	Left-click
Cancel/Return to previous screen	Button 2/ Yellow	B	ESC	Right-click

INTRODUCTION

Life is good in LEGOLAND®. You are about to enter the qualifying rounds for the prized LEGO® Cup. But things could change in a hurry – the mischievous Brickster and his robotic henchmen, the Bricksterbots, are up to their old tricks again – so watch out!

Now it's up to you to assemble your best team of players. Your footballing adventures are sure to take you to faraway places where you'll meet, and play with, the best football players in all of LEGOLAND. Where will your ultimate match take you?

Are you up to the challenge? Do you have what it takes to make a sliding tackle against an Intergalactic All-Star Attacker on Mars? Freddy Fit, your referee and roving reporter, and all the good people of LEGOLAND are counting on you. So lace up your boots, strap on your shin pads and get ready for *Football Mania*!

For more information about this and other LEGO products, visit www.lego.com/interactive

Note: See enclosed Install Guide for Technical Support information.



QUICK START

Jump right into a match without having to worry about all the options. This is a one-off game for one to four players.

1. Select QUICK START from the Main menu.
2. Assign your controller(s) (for more information, see *Controller Assignment Screen* on p. 13). Press Button 1 to continue.

Note: You can also change your team's playing style (see *Playing Style Screen* on p. 13). After choosing your style, select CONFIRM, press Button 1, then move your controller icon back to the team select circle.

3. Press Button 1 to start the game.

SETTING UP THE GAME

You can change certain settings that affect overall gameplay, such as the level of difficulty, the sound volume and your controller preference. This section covers all of the settings that allow you to customise the game to your liking.

Load/Save Game

When you first start *Football Mania*, you are prompted to enter a name for saving the game or for loading a previously saved game. Use the D-Pad to highlight an empty slot for saving a name, then cycle through the letters to enter a name. You can also use the keyboard to type in a name. Press Button 1 to save the name.

- After this initial save, your progress through the game is then saved automatically.
- Use the D-Pad to highlight a saved game, then press Button 1 to load it.

Main Menu



QUICK START	This is a one-time, random game for one to four players (for more information, see <i>Quick Start</i> on p. 5).
FRIENDLY	Like a Quick Start game, but with options that you determine prior to the start of the game. Also for a maximum of four players (for more information, see <i>Friendly Mode</i> on p. 11).
STORY	This is the full Story mode of <i>Football Mania</i> where you compete in a variety of tournaments in your quest to find the Brickster and the Qualifying Cup (for more information, see <i>Story Mode</i> on p. 14).
SKILL ZONES	Testing grounds to help you learn the controls. This is also where you can unlock additional players to expand your team (for more information, see <i>Skill Zones</i> on p. 16).
LEGO® CUP	Take on the toughest teams from 32 countries around the world (for more information, see <i>LEGO Cup Mode</i> on p. 15).
OPTIONS	Change the game settings (for more information, see <i>Options Screen</i> on p. 6).
QUIT TO WINDOWS	Leave <i>Football Mania</i> and return to Windows.

Options Screen

From the Options screen you can change your settings for Sound, Controls, Graphics and a whole lot more.

Note: Default options are listed in **bold** type.



Sound Setup

Change the volume levels for Music, in-game Sound Effects and Speech volume in the cut scenes.

1. Use the D-Pad to highlight one of the options and to adjust the volume slider for each option.
2. Press Button 2 when finished to return to the Options menu.

Controls Setup

Define your controller or keyboard configuration. All actions can be redefined to whichever buttons you select. Use the D-Pad to scroll through the controller options at the top of the screen. Then press DOWN on the D-Pad to highlight an action and its corresponding button or key. Press Button 1 to change a button or keyboard assignment, then press the new button or key, whose name then appears in the selected slot.

- Press Button 2 to accept the new button assignments and return to the Options menu.
- Highlight the DEFAULT option and press Button 1 to reset all buttons or key assignments to their original settings.

Game Setup

Use the D-Pad to change the following options on this menu:

DIFFICULTY **EASY/MEDIUM/HARD**

POWER-UPS **ON/OFF**

MATCH LENGTH Change the length of the matches to 4, **6** or 8 minutes

- Press Button 2 to accept your changes and return to the Options menu.

Advanced Graphics Setup

Customise the graphics settings to optimise performance on your PC. In addition to selecting your display adapter, you have four options on this screen. Some of these options may be different, based on the display adapter being used. Use the D-Pad to change the following options on this menu:

SCREEN MODE Choose your resolution. The default is **640x480**. Settings are available in 16 or **32-bit** colour.

ANTI-ALIASING Determine how smooth the edges of shapes appear on screen. Higher settings require higher system specifications.



PLAYER DETAIL Select LOW, MEDIUM or HIGH, depending on your system specifications. Higher detail settings can slow the game on slower machines.

LEVEL DETAIL Select LOW, MEDIUM or HIGH, depending on your system specifications.

- Press Button **2** to accept your changes and return to the Options menu.

Load/Save Setup

Use the D-Pad to highlight the options on this menu. Press Button **1** to make your selection.

LOAD OPTIONS Load any new options that you changed in the Options screen.

SAVE OPTIONS Save any new options that you changed in the Options screen.

GAME FILES Load game data, create new game data or delete existing game data.



PLAYING THE GAME

This section explains the rules of the game, *Football Mania* style. It also details what you see on the screen during a game and what you can do during breaks in the action.

Rules for *Football Mania*

Overview

Football Mania is a fun game, loosely based around football, with six-person teams. To keep the game fast paced and fun, many of the rules of standard football that slow matches down, such as throw-ins and free kicks, have been removed.

Out of Play

The pitch has a plasma wall around its edge. Players can move through the plasma wall, but it soon becomes obvious that it's not in your best interest to do so. The ball bounces off the wall and always remains in play to ensure that the pace of the game is fast and the play continuous.

Resolving Draws

If a match ends in a draw, it goes to a Sudden Death period and, if needed, a Penalty Shoot Out.

Once the game has ended in a draw the ball is returned to the centre of the pitch and a period of extra time starts. In Sudden Death, whoever scores first automatically wins the game. If you decide to play a long game, the Sudden Death period is proportionally longer. If no goals are scored during the Sudden Death period, the game moves into its nail-biting finish – the Penalty Shoot Out. The winner is the team that scores the most goals out of five attempts. If both teams score the same number after taking five penalties each, the game moves toward sudden death penalties. Each team steps up and takes a single shot. If one team scores and the other doesn't, the scoring team wins.

Losing a Match

In single player Story mode, you have four choices:

- Replay the match against the team that has just defeated you.
- Play any of the teams that you have already defeated.
- Edit your current team (see *Team Editing* on p. 15).
- Quit to the Main menu by pressing Button **2**.

Game Screen

There are many different symbols and icons that appear on the screen while playing a match or when you pause during a match.

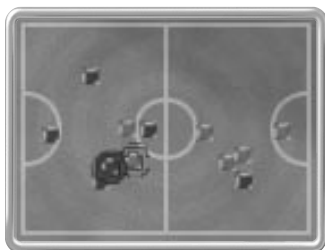


Scoreboard and Timer

The scoreboard and timer are shown at the top of the screen. The style of the scoreboard and timer depends on which LEGO® environment the match is set in.



Scanner



The scanner is a miniature version of the pitch and gives you information about the position of your team members. It is located in the bottom centre of the screen. The shape of the scanner is the same as the shape of the pitch.

Power-Up Indicators

These appear in the bottom left and right corners of the screen and show the Power-Up currently held by the Home and Away teams. The design of the indicators changes depending on which LEGO® environment the match is set in.

Pause Menu

The Pause screen appears when you press the Start button during any part of a match.



RESUME GAME Continue the match.

PLAYING STYLE Change the formation that your team uses on the field. You cannot swap players' roles (switching a goalkeeper for a striker, for example). For more information, see *Playing Style Screen* on p. 13.

SOUND Change settings for sound (for more information, see *Sound Setup* on p. 6).

CAMERA Change settings for the camera angle (for more information, see *Camera Screen* below).

END GAME End the match and return to the menu screens.

Camera Screen

Choose one of six camera angles from which to view the game.

Camera Name	Angle	Distance	Height
Sideline	Side	Medium	Medium
Sky	Overhead	Far	High
Close-up	End	Near	Low
Wide	Side	Far	Medium
TV	Isometric	Medium	Medium
End	End	Medium	Medium



OTHER GAME MODES

The inhabitants of LEGOLAND® know how to have fun. The name of their game is...well, recreation! So they have lots of ways to play – and that goes for *Football Mania*, too! In addition to the Quick Start mode described on p. 5, there are three other ways to play *Football Mania*: Friendly mode, Story mode and LEGO® Cup mode.

Friendly Mode

A Friendly match is a one-off game that requires minimal set-up and is also designed for one to four players. There are three steps to starting a Friendly match:

1. Select teams.
2. Select pitch.
3. Assign controllers.



Team Selection Screen

Use the D-Pad to scroll through the teams that you want to participate in the match, even if one is to be controlled by the computer. You can also choose any custom team you have created or create an entirely new team. To create or modify a custom team, highlight one of the custom teams and press Button 1. If a team already exists, you are prompted to either select that team or edit that team. If not, you are taken to the Team Creation screen (see *Team Creation* on p. 14).



- When you highlight a team button, the team name appears below it.

Note: As you progress through the Story mode (see *Story Mode* on p. 14), additional teams become available to you. These teams are added to the list in Friendly mode.

The buttons that represent the teams are colour coded as follows:

Colour	Teams
Bronze	Teams from Story mode The Challenge
Silver	Teams from Story mode The Chase
Gold	Teams from Story mode The Race to Space
Blue	Teams from Story mode Space Showdown
Green	Player's team from Story mode
Red	User-created Custom Teams

- Press Button 1 to select a team.
- The first team you select is the Home Team and the second team is the Away Team.
- Press Button 1 to accept your team choices.
- Press Button 2 to cancel your most recent selection.

Pitch Selection Screen



- Select a pitch by using the D-Pad to scroll between available locations. The background changes to show the selected location.
- Press Button 1 to make your selection and move to the next screen.

Note: As you progress through the Story mode (for more information, see *Story Mode* on p. 14), additional pitches become available to you. These pitches are added to the list in Friendly mode.

Controller Assignment Screen

Just selecting teams does not determine which one you'll represent. You make that choice on this screen. The centre column of icons shows the available controllers – one or more, depending on the number of controllers attached to your computer. Press LEFT or RIGHT on the D-Pad, depending on which team you choose to represent. Your final selection is highlighted. Playing style changes start with this screen, but are described in the following section.

Playing Style Screen

- After selecting your team in the Controller Assignment screen, press LEFT or RIGHT on the D-Pad a second time to highlight the miniature pitch graphic.
- Press Button 1 to open the Playing Style screen. This is where you determine your team's playing style: DEFENSIVE, BALANCED or ATTACKING. The pitch graphic changes to give you a visual idea of the formation.
- After selecting the Playing Style, press DOWN on the D-Pad to select CONFIRM, then press Button 1 to continue or Button 2 to cancel and return to the previous screen.
- Move your controller icon back to the team select circle and press Button 1 to continue or Button 2 to cancel and return to previous screen.

Story Mode

The story starts with qualifying for the LEGO® Cup, the most important tournament ever played, where you control a team of your choice. If you are skilful enough to win the Qualifying Cup, you win a magnificent trophy. But that isn't the end of Story mode – it's just the beginning! When the mischievous Brickster snatches the prize from your hands, you must embark on a journey to get it back – a journey that takes you to mysterious islands, snowy valleys, medieval castles... and who knows where else.

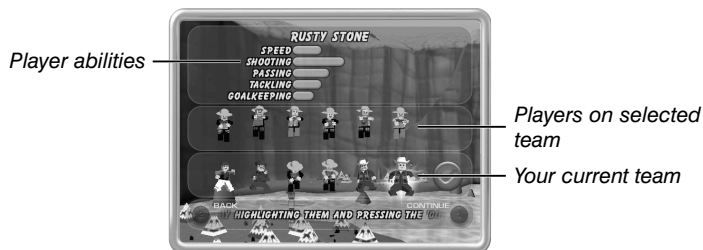
Story Mode Setup

There are three steps to starting a Story mode match:

1. Create and edit teams (see *Team Creation* below and *Team Editing* on p. 15)
2. Select a pitch (for more information, see *Pitch Selection Screen* on p. 13)
3. Assign controllers (for more information, see *Controller Assignment Screen* on p. 13)

Team Creation

After you select STORY from the Main menu, the Team Creation screen appears. This is where you create a team of six players to take part in the Story mode. Use the D-Pad to scroll through the available teams. More teams appear in this list as you defeat teams in Story mode.



- Press Button 1 to select a team and the list of players on that team appears.

Scroll through the players using the D-Pad. As a player is highlighted, his abilities in speed, shooting, passing, tackling and goalkeeping are all displayed. Press Button 1 to add a player to your team. Continue until all six players have been added.

- You may remove players by selecting the player to be removed and pressing Button 1.

You are then prompted to name the team. Use the D-Pad to scroll through and choose letters. Press Button 1 when you have finished.

- Teams created in Story mode can also be used in the Skill Zones (see *Skill Zones* on p. 16).

You can change the structure of your team between matches in Story mode, replacing teammates with players from new teams that become available as you progress.

Team Editing

After you create a team, you can make changes to it by selecting EDIT TEAM from the next menu. The Edit Team screen is the same as what you see when creating a team. Follow the same instructions as for creating a team (for more information, see *Team Creation* on p. 14).

LEGO® Cup Mode

There are five rounds to the LEGO Cup. In the first round there are eight groups of four teams (32 teams). These teams play all the other teams in their group (round robin). At the end, the top two teams from each group qualify for the next round.

From the second round onward, the tournament becomes a single elimination competition: one defeat and you're out. The third round, or quarter finals, is played among the winners of the eight matches from the second round. The semi final round is played between four teams, with the final round played by the top two teams.

The LEGO Cup Tournament Screens

Team Selection

On the first screen you see in LEGO Cup mode, choose which country you want to represent in the tournament. Use the D-Pad to scroll through all of the teams. Press Button 1 to select a team.



After you select a team, you have the following options:

- PLAY NEXT GAME** Advance to the Controller Assignment screen (see *Controller Assignment Screen* on p. 13), then into the match.
- VIEW RESULTS** The game Results screen shows the points won by each team. The point system awards 3 points for a win and 0 for a loss. There are no draws in LEGO® Cup mode. All games have extra time and a penalty shootout, if necessary, to resolve the outcome.

- Use the D-Pad then press Button 1 to select a particular team for more detailed results.

These same options appear between every match.

- The LEGO Cup Groups (First Round) are all played in the Group Stage Stadium, however there are unique stadiums for the Quarter Final, Semi Final and Final rounds.

If you do not qualify for the next round, you are eliminated from competition. However, if you do qualify, you are presented with a PLAY NEXT GAME option.

Other LEGO Cup Rounds

The LEGO Cup Second Round, Quarter Final, Semi Final and Final round screens are all similar to each other. They show which teams are remaining and the match-ups.

When you press Button 1, you are taken to your game. At the end of any game, you return to these screens to see the results of all the games. If you qualify, you progress to the next round, except for the final match.

Skill Zones

The Skill Zones are where you perfect the key skills of your game, like passing, dribbling and tackling. There are six zones set in six different wacky LEGO environments, although you may only progress through them in sequence. After you have selected a Skill Zone, you must then select a player and a controller assignment in order to begin.



1. Gate Crasher

Skill Tested: Dribbling

Environment: LEGO® City



This starts in the middle of a construction site with the ball at your feet and a circle of security gates all around you. The light on one of the gates starts flashing and a timer on the screen starts to count down. Dribble the ball through the gates in the sequence determined by the flashing red lights and in the time allowed.

If you complete one round, you can't take it easy – the gates reset in greater numbers with each success. They also flash in a random order for each round, so the route is always different. Complete all the rounds in the time allotted to unlock a special skills player to add to your team (for more information, see *Unlocking Players* on p. 20).

2. Canyon Chaos

Skills Tested: Shooting

Environment: Desert Fort



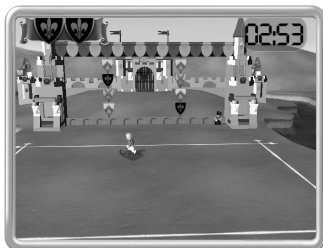
You must try to stop Fort LEGOREDO from being built by taking shots at it. Bricks fall from the sky and gradually build up in front of you. And to make things even more difficult, a canyon separates you from the fort. Delay the fort being built while hitting targets and causing as

much damage as you possibly can. Succeed and you unlock a special skills player to add to your team (see *Unlocking Players* on p. 20).

3. Spin the Shields

Skills Tested: Passing

Environment: Jousting Field



There are several poles with shields stacked on each one. Each shield has a different design or colour. You must match the shields along the bottom row of the poles with shields that appear in the top left corner of the screen. To do this, pass the ball to the shields which, when hit, spin and pass the ball back to you. The hit shield disappears and the stack of shields moves down. Once the pattern is copied, the shields disappear from the stack and a new series of shields appears. Complete all the sets in the allotted time to unlock a special skills player to add to your team (see *Unlocking Players* on p. 20).

4. Mummy Madness

Skill Tested: Tackling

Environment: Mummies Tomb



Mummies run onto the screen dribbling balls. You must tackle them to get the balls before they reach your friends at the bottom of the screen. When you make a successful tackle, the mummy loses the

ball and disappears in a puff of smoke. Certain mummies behave in different ways.

Don't let the mummies reach the end of the tomb, or you won't like the consequences. If you can successfully defend the tomb from the mummies, you unlock a special skills player (see *Unlocking Players* on p. 20).

5. Shoot the Booty

Skill Tested: Defensive Heading

Environment: Pirate Docks



Pirates fire cannon balls from the top of the screen to your piles of gold at the bottom of the screen. You have to intercept the cannonballs with headers, volleys or body blocks before the gold is destroyed. There are several cannons which start firing as the pirates light them. If all your gold is destroyed, the game is over. Protect the stash to unlock a special skills player to add to your team (see *Unlocking Players* on p. 20).



6. Skills & Chills

Skill Tested: Soccer Skills

Environment: Icy Plains



Freddy Fit gives you a series of tasks to undertake in a normal *Football Mania* setting. In a limited amount of time, you must execute moves, correctly use Power-Ups or score a goal, all against a very skilled team. Survive this “boot camp” to unlock a special skills player to add to your team (see *Unlocking Players* below).

Unlocking Players

As you master each Skill Zone, you unlock an additional player. The player unlocked is then available on the Team Creation screen (see *Team Creation* on p. 14). The skills of the new player reflect the skills practised in that Skill Zone. For example, the player you unlock in Gate Crasher has excellent dribbling ability.

Level	Player Unlocked	Skill
Gate Crasher	Steve Sixpence	Dribbling/Speed
Canyon Chaos	Shane Sharpshoot	Shooting
Spin the Shields	Sir Pinpoint	Passing
Mummy Madness	Eddie Elbow	Tackling
Shoot the Booty	Horatio Header	Heading
Skills and Chills	Reigel	All-round excellence!

MULTIPLAYER

How do you know how good you are unless you have some friends to prove it against? *Football Mania* allows up to four (human) players in a game, each controlling a unique part of the action.

Multiplayer Friendly Mode

In multiplayer Friendly mode, friends can play one another on one screen. The game is completely configurable. You can choose whether to have power-ups or not. There are two different variations:

Head-to-Head

Two-player cooperative

In this multiplayer mode, you have a choice of any of the unlocked playing fields.

Multiplayer Story Mode

You can connect two controllers for two people to go through the Story mode together. Both of you play on the same team at the same time against the computer.

Multiplayer in Story mode is a little different than in Friendly mode. You can choose your team from any unlocked playset. The players are then assigned at the start of each game.

Multiplayer LEGO® Cup Mode

Multiplayer play in LEGO Cup mode is identical to that of Friendly mode, with the added benefit of Cup play. Here, you also have two playing options:

Head-to-Head

Two-player cooperative

POWER-UPS

This section describes the available Power-Ups in the game and how they look and work.

Power-Up Types



Steal the Ball Teleport the ball from its current location to your controlled player.



Speed Monsters Dramatically increase your team's speed.



Reverse Controls Reverse the controls of your opponent.



Rocket Ball Transform the ball into a rocket that homes in on the opposing goal. The rocket can hit up to two players before it explodes and transforms back into a ball.



Bomb Ball Transform the ball into a ticking bomb. When the fuse runs out – KABLAM! – any nearby opposition players, except the goalkeeper, are knocked to their feet.



Strong Man Create an impenetrable field around your controlled player, but only for a short time. The Strong Man player returns to normal after two tackles (or collisions with the opposition). This Power-Up cannot be transferred to another player.



Gimme-Gimme Steal your opponent's Power-Up if he has one.



Lucky Dip Exactly that! It could be *anything*. After a Power-Up is randomly selected, you still need to activate it by pressing Button 4.

Collecting Power-Ups

Power-Ups on the field are small icons within a little glass box. Collect Power-Ups by running over them. It's that simple!

Using Power-Ups

Once you collect a Power-Up it appears at the bottom of the screen in the slot allocated to your team. Each team can have only one Power-Up stored at a time. If you wish to collect a different Power-Up you must activate your current one first.

- Activate a Power-Up by pressing Button 4.

Power-Ups in Multiplayer

Any player can collect a Power-Up, which then appears at the bottom of the screen in the team's Power-Up inventory. Any player can then play a Power-Up whenever they like, so good cooperation is required.



CREDITS

Silicon Dreams Studio Limited

Concept Design: David Rutter, Mark James, Andy Hersee

Game Design: Football Mania Team

Very special thanks to: Andy Lee

Lead Programmer: Mark James

Programmers: Iain Hutchison, Ian Tomkins, Mark Newington, Bob Dawe, Garry Brady, Dave Malcolm, Roxby Hartley, Giles Park, Theodore Ntogiakos

PC Engine and Libraries: Leigh Davies, Jon Story

Console Engine and Libraries: Rod Mack, Andy Sage

Tools Programmers: Dave Malcolm, Tim Pynegar

Additional Programming: Andy Hersee, Adrian Cook, Martin Nicholas

Lead Artist: Dave Whitehead

Character Modelling: Nina-Simeone Drabwell, Jonathan O'Connor, Brian Hartley

3D Modelling and Backgrounds: Nina-Simeone Drabwell, Dave Whitehead, Brian Hartley, Mike Snowdon, Gav Cooper, Kevin Wicks, Shane Mitchell, Jonathan O'Connor

Thanks to: Michael Leslie

Character Animation: Jonathan O'Connor, Alex Montagnani, Ian Lovell, Simon Hodgkiss

Producer: David Rutter

Associate Producer: John Jennings

Testing: Troy Loneragan

Music and Sound Effects: John Hancock, Stafford Bawler

Managing Director: Gavin Cheshire

Technical Manager: Andy Hersee

Art Manager: Nina-Simeone Drabwell

PR Manager: Dene Landucci

Technical Support: Martin Smith, Jason Sheldon

Special thanks to: Geoff Brown, Darren Drabwell, Linda Richardson, Katie Cromwell, Victoria Stacey, Linda Clarke, Carole O'Neill, Helena Giles, and All at Silicon Dreams Studio and Kaboom Studios

LEGO® Interactive

Global Vice President of Software: Tom Stone

Director of Production: David Ratcliffe

Senior Producer: Darren Potter

Producer: Dan Llewellyn

Associate Producer: Lawrence Doyle

Director of Software Operations: Kevin Turner

Project Manager: Geoff Smith

Technical Director: Ian Johnson

Software Analyst: Warren Leigh

Global Brand Director: Sean Ratcliffe

Marketing Manager: Sara Marshall

Head of Business Affairs: Clive Illenden

Business Affairs Executive: Staci Kalama

Market Research Manager: Tim Price

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THE FEELING YOU GET...

...WITH NEW LEGO FOOTBALL

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So if you are ready to kick some bricks,
Check the new sets from LEGO® Football.
It's as realistic as it can be!



3424



3423



3422



3421



just imagine...